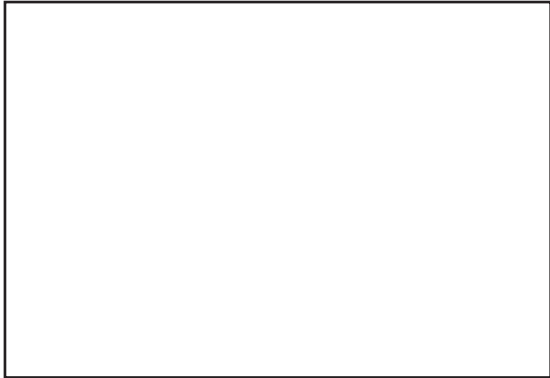


Font Manager

by Bill Wallace



A selection of font families under control of Font Manager

For reasons of space, both applications described on this page

If you've been taking advantage of all the font offers currently being advertised, then you will probably have discovered that having a large number of fonts stored on your hard drive can be more of a problem than a pleasure.

Finding the right style of font out of a selection of several hundred is difficult enough, but if you use several font directories, you can end up generating the dreaded Buffer overflow error if the Font\$Path alias (used to identify to RISC OS where your fonts are located) grows longer than 255 characters.

Font Manager provides an excellent solution to this problem. It allows you to group different styles of fonts (e.g. Serif, Gothic, Open, Headline, etc.) into unique font directories that are recognised by their distinctive icons. Double-clicking on any of the font directory icons will add their paths to Font\$Path, thus installing them ready for use. When you have finished using the fonts in a particular font directory, just double-click on its icon again. This will de-install the directory, and remove its reference from Font\$Path.



DeskEdit 2 is an exceptionally powerful desktop editor for Basic programs and C source code - but it is also very easy to use.

- u Just open a window and type in your program. Press F3 to save it at any time. Press Ctrl-Shift-F3 and your Basic program will be saved and run interactively from within the Desktop - and if the name of the program is !RunImage then DeskEdit will run the parent application - Magic!
- u If you are using line numbers, these are automatically handled for you.
- u All Basic s abbreviations are automatically implemented.
- u DeskEdit provides all the search and replace options of Edit plus some very special ones: DeskEdit s QuickSearch can take its target from any marked text (to

Harness the Power of Desktop Basic and C with



Archimedes World s feature on programming editors (August 1993) says of DeskEdit 2:

"With so many features this is an excellent choice of editor for anyone who programs. . . . The whole feel of this product is one of utter professionalism."

and it s review of DeskEdit 2 (February

avoid typing), and you can specify that it will only find matches in PROC and FN definitions.

- u Special Browsers instantly build up scrollable lists of all defined procedures and functions.
- u DeskEdit contains more than 100 special key combinations.
- u A fully customisable Basic Indenter will format selected portions of your program.
- u An Undo feature lets you Undo and Redo your

editing, and this together with all markers and many other features is optionally saved to disc when you save a program.

Moreover, DeskEdit is just as at-home with text (for editing Cey files, writing letters, or complete books), and with the C language, providing most of the features offered to Basic users (where applicable) with others added - including a syntax checker.

- u A customisable Help facility gives syntax Help on all Basic key words. A Caret info feature gives information about the character at the caret; and a file information feature gives you information on any file dragged to DeskEdit s icon when Alt is pressed.
- u There are numerous markers and position finder features which make scrolling through your program to find a particular line a thing of the past.
- u Plus Backup saves, special delete and

DeskEdit comes with:
fully illustrated 70 page manual (with index)
function keypad
smart quick reference card
freebies, including a desktop dustbin and Acorn s multi-file Find application.

Stock Code: PDE2b
Price: £26.95 inc VAT

RISC Developments Ltd,

Tanks

by Geoff Scott



Trying to hit
the target

Tanks is an original little game that will provide many hours of fun. It runs in a window on the Desktop and multi-tasks with other applications.

The aim of Tanks is simple - to destroy the enemy base. You occupy a tank in the bottom left-hand corner of the battle field, and your target is the enemy base, represented by a red square on the right-hand side of the field.

To help you carry out your mission, you have been provided with an unlimited supply of projectiles and an airspeed indicator.

As the gunner, it is up to you to check the strength and speed of the wind, and set the angle of the turret and the power with which to fire your projectile. You also have to take into account the effects of gravity and air resistance on the projectile.

Through the Preferences window, you can adjust the wind strength, gravity, and target size, as well as whether the game multi-tasks or

